

BATTLE ISLAND

Code and
Graphics
Gary Walton
from routines
developed by
Paul Woakes

Battle Island presents a massive play area.
More than **350** full screens are accessible
with fine multi-directional scrolling in
this memory-resident graphics extravaganza.



Battle against ingenious electronic weaponry and committed
defenders on this extensively fortified volcanic stronghold.
Progress through this incident-packed game and enjoy many hours
of arcade action and the excitement generated on Battle Island.

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MADE IN ENGLAND

BATTLE ISLAND

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COMMODORE
64/128

BATTLE ISLAND



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BACKGROUND

Battle Island is a remote mid-Pacific volcanic stronghold. A central moated enclave houses a neutron beam weapons base, now near to completion. Learning of this threat to their tenuous peace, Earth's four superpowers sent in a joint force to take Battle Island. Satellite pictures detailed the massive fortifications in place, but did not show the ingenious electronic weaponry deployed in support of the island's committed defenders. The attack force was decimated. Its remnants are now held hostage in four compounds around the island.

An agonising decision is to be taken: Attack from the air will eliminate the threat, but cost the lives of the hostages and may well trigger a devastating nuclear explosion of the beam weapons base. Is there any other way?

BRIEFING

Your objective is to storm the island's central enclave and destroy the base structure. On your way, release the hostages. You have a map prepared from satellite pictures. The locations where eight key components have been abandoned, are detailed. Possession of all these is essential to establish Bailey Bridge access to the central enclave. Useful equipment and additional supplies are scattered throughout the island. Extra weaponry can be captured from the island's defenders. You'll need to plan your route, as there's little opportunity for contemplation once the action starts. Get ready!

LOADING INSTRUCTIONS

Commodore 128 computers should be operated in C64 mode.

Connect joystick through Port 2 (nearest rear of computer).

Insert cassette in recorder with label facing up.
(A duplicate copy is recorded on the reverse)
Rewind to the beginning, if necessary.

Hold down <SHIFT> and press <RUN/STOP> key.

Press <PLAY> on recorder as then directed.

On completion of the load, Battle Island will autorun.

OPERATION

Movement and fire controls are by joystick.

To collect objects, move over them.

To launch grenades (when in possession) press <SPACE BAR>

Shields (when possessed) are effective on pressing fire button.

To pause game action, press key P. Move joystick to restart.

On loss of lives without completion, the game allows a 'Continue' option, repositioning the player (with loss of score) at the last 'electronic gate' entered (if one has been reached). Further continuations of the same game will recommence at this first 'continue' position.

PANEL

At the centre of the panel, there is an overview map of the area around you, highlighting your position and that of any nearby bridge component. Components held are shown as icons, up to four on each side of the map panel.

The left side of the panel details your score and (when in possession) your 'shield' count. The right hand side of the panel shows the number of 'men' (lives) that remain, with arrows below detailing the energy components, five per 'life'. The number to the right is the number of 'smart grenades' held.

GAMEPLAY

You can win additional armaments to increase your capabilities. When a succession of enemies is beaten, you are awarded a 'star' opportunity. Collect the stars. The first three progressively increase your firepower, the fourth provides an invincibility shield. Save this expendable bonus for the trickiest tasks. But, beware; lose a life in the star sequence and you're back to standard weaponry.

Your 'smart grenades' see off a screenfull of enemies. You gain more grenades by capturing a variety of objects from caches around the outer island. And there's one object, of particular use, that you will need to collect! Refresh your energy and lives from 'E' Packs around the island. Releasing the hostages can award bonus lives too. Blast your way through 'obstacle' walls, but beware rebounding shots. Finally at the centre, blast away at the green dome of the base to gain the legend 'Congratulations—Mission Complete'.

NOTE

(The following is not in substitution of your statutory rights)
This packaging should contain a map of Battle Island. If this is missing, please send your name and address, and details of purchase, to the address below:
In the event of faulty duplication, for replacement, please return the cassette or disk media only. (NOT the packaging) to:

NOVAGEN SOFTWARE **FREEPOST** 142 ALCESTER ROAD, BIRMINGHAM B13 8HS
(No stamp required if posted in the UK)